

## In the Claims

Below is a list of current claims with status identifiers.

1. (Currently Amended): A method for exchange of data and user interface components over a network, the method including the steps of:
  - (a) enabling a first user to logon to a server;
  - (b) enabling the first user to modify at a first location a graphical user interface component of any of a plurality of applications, the graphical user interface including a graphical object and a data object, wherein the graphical object generates a graphical component of the graphical user interface and the data object includes all data needed to parameterize a graphical component of the modified graphical user component such that at least one second user can recreate at a second location the modified graphical user interface, the data object also being a data component of the modified graphical user interface;
  - (c) extracting a data object the data object from said modified graphical user interface component;
  - (d) creating a message in a first format containing said data object;
  - (e) receiving from the first user the message together with an identity of the at least one second user to whom the message is to be sent;
  - (f) sending the message to the at least one second user at the second location upon the second user logging on to the server if the second user is connected to the server;
  - (g) recreating the data object from said message in said first format;
  - (h) generating the graphical object and the modified graphical user interface component at the second user from said data object; and
  - (i) enabling both the first user and the second user to substantially simultaneously open and view the modified graphical user interface component at the first location and the second location.
2. (Currently Amended): A method for the exchange of data and user interface components over a network, the method including the steps of:
  - (a) a first user logging on to a server;

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5 (b) the first user modifying at a first location a graphical user interface component of any of a plurality of applications, the graphical user interface including a graphical object and a data object, wherein the graphical object generates a graphical component of the graphical user interface and the data object includes all data needed to parameterize a graphical component of the modified graphical user component such that at least one second user can recreate at a second location the modified graphical user interface, the data object also being a data component of the modified graphical user interface;

10 (c) extracting a data object the data object from said graphical user interface component;

(d) creating a message in a first format containing said data object;

15 (e) sending the message to the server for forwarding to a second user at a second location such that both the first user and the second user can substantially simultaneously open and view the modified graphical user interface component in the first location and the second location.

3. (Currently Amended): A method for exchange of data and user interface components over a network, the method including steps of:

5 (a) a second user logging on to a server;

(b) the second user receiving from the server a message in first format sent to the second user by a first user;

(c) recreating a data object from said message in said first format;

(d) generating a graphical object and a modified graphical user interface component comprised of the graphical object and the data object at the second user from said data object; and

10 (e) the second user opening and viewing at a second location a modified graphical user interface component for substantially simultaneously viewing with the first user at a first location.

4. Canceled.

5. (Previously Presented): A method as claimed in claim 4, wherein both the first user and the second user can deal with the modified graphical user interface in real time such that both the first user and the second user can view the result of the dealing, the dealing with the modified

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graphical user interface being one or more selected from the group consisting of: highlighting, amending, deleting, and changing presentation as by text size, color, font.

6. (Original): A method as claimed in claim 1, wherein at login the first user provides a first user identifier, the first user identifier being included in the message together with a second user identifier of the second user, the first user and the second user both being registered with the server.
7. (Original): A method as claimed in claim 6, wherein the second user is a plurality of users.
8. (Previously Presented): A method as claimed in claim 1, wherein to send the message the first user drags and drops the modified graphical user interface component onto a transfer area of a graphic user interface whereupon the message is sent to the server.
9. (Previously Presented): A method as claimed in claim 6, wherein the modified graphical user interface component can be in one or more of a plurality of categories, the first user and the second user specifying those categories of modified graphical user interface component they wish to receive when registering with the server, the server maintaining a list of all categories and, before sending the modified graphical user interface component to the second user, ensures it is of a category which the second user will receive, the message including at least one category into which the message can be classified.  
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10. Canceled.
11. (Previously Presented): A method as claimed in claim 10, wherein both the first user and the second user can deal with the data object in real time such that both the first user and the second user can view the result of the dealing, the dealing with the data object being one or more selected from the group consisting of: highlighting, amending, deleting, and changing presentation as by text size, color, and font.  
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12. (Original): A method as claimed in claim 2, wherein at login the first user provides a first user identifier, the first user identifier being included in the message together with a second user identifier of the second user, the first user and the second user both being registered with the server.
13. (Original): A method as claimed in claim 12, wherein the second user is a plurality of users.
14. (Original): A method as claimed in claim 2, wherein to send the message the first user drags and drops the message onto a transfer area of a graphic user interface whereupon the message is sent to the server.
15. (Original): A method as claimed in claim 12, wherein the message can be in one or more of a plurality of categories, the first user and the second user specifying those categories of messages they wish to receive when registering with the server, the server maintaining a list of all categories and, before sending the message to the second user, ensures it is of a category which the second user will receive, the message including at least one category into which the message can be classified.  
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16. Canceled.
17. (Previously Presented): A method as claimed in claim 16, wherein both the first user and the second user can deal with the data object in real time such that both the first user and the second user can view the result of the dealing, the dealing with the data object being one or more selected from the group consisting of: highlighting, amending, deleting, and changing presentation as by text size, color, and font.  
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18. (Original): A method as claimed in claim 3, wherein at login the first user provides a first user identifier, the first user identifier being included in the message together with a second user

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identifier of the second user, the first user and the second user both being registered with the server.

19. (Original): A method as claimed claim 18, wherein the second user is a plurality of users.
20. (Original): A method as claimed in claim 3, wherein to send the message the first user drags and drops the message onto a transfer area of a graphic user interface whereupon the message is sent to the server.
21. (Original): A method as claimed in claim 18, wherein the message can be in one or more of a plurality of categories, the first user and the second user specifying those categories of messages they wish to receive when registering with the server, the server maintaining a list of all categories and, before sending the message to the second user, ensures it is of a category which the second user will receive, the message including at least one category into which the message can be classified.  
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22. (Previously Presented): A method for exchange of data and user interface components over a network, the method including the steps of:
  - (a) enabling a first user to logon to a server;
  - (b) enabling the first user to create a message containing a data object;
  - 5 (c) receiving from the first user the message together with an identity of at least one second user to whom the message is to be sent;
  - (d) organizing the message in one or more of a plurality of categories;
  - (e) sending the message to the second user upon the second user logging on to the server; and
  - (f) enabling both the first user and the second user to substantially simultaneously open and view  
10 the message including the data object.
23. (Previously Presented): A method as claimed in claim 22, wherein the data object includes all data needed to parameterize a graphical component of the user interface such that the second

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user can recreate the graphical component, the data object also being a component of the user interface.

24. (Currently Amended): A method as claimed in claim 23, wherein both the first user and the second user can deal with the data object in real time such that both the first user and the second user can view the result of the dealing, the dealing with the data object being one or more selected from the group consisting of: highlighting, amending, deleting, and changing presentation as by text size, colour, font, and so forth. color and font.

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25. (Previously Presented): A method as claimed in claim 23, wherein at login the first user provides a first user identifier, the first user identifier being included in the message together with a second user identifier of the second user, the first user and the second user both being registered with the server.

26. (Previously Presented): A method as claimed in claim 25, wherein the second user is a plurality of users.

27. (Previously Presented): A method as claimed in claim 23, wherein to send the message the first user drags and drops the message onto a transfer area of a graphic user interface whereupon the message is sent to the server.

28. (Previously Presented): A method as claimed in claim 25, the first user and the second user specifies those categories of messages they wish to receive when registering with the server, the server maintaining a list of all categories and, before sending the message to the second user, ensures it is of a category which the second user will receive, the message including at least one category into which the message can be classified.

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29. (New): The method as claimed in Claim 1, wherein the first format comprises an XML format.

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30. (New): The method as claimed in Claim 2, wherein the first format comprises an XML format.
31. (New): The method as claimed in Claim 1, further including the step of storing the message until the second user is connected to the server if the second user is not connected to the server.

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